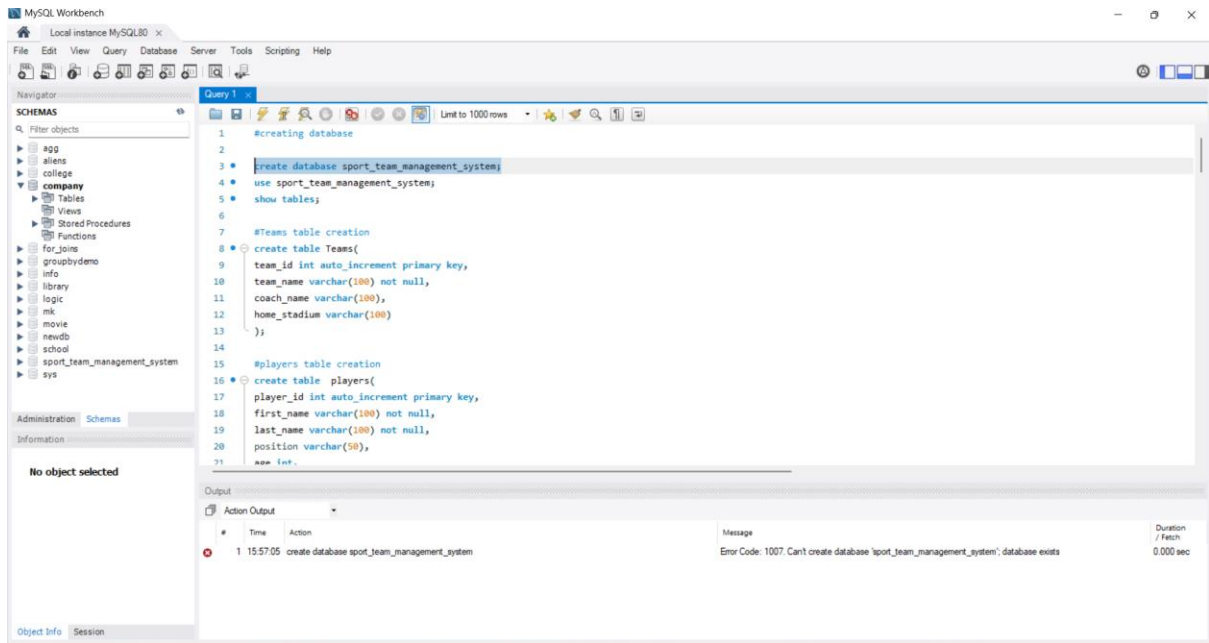
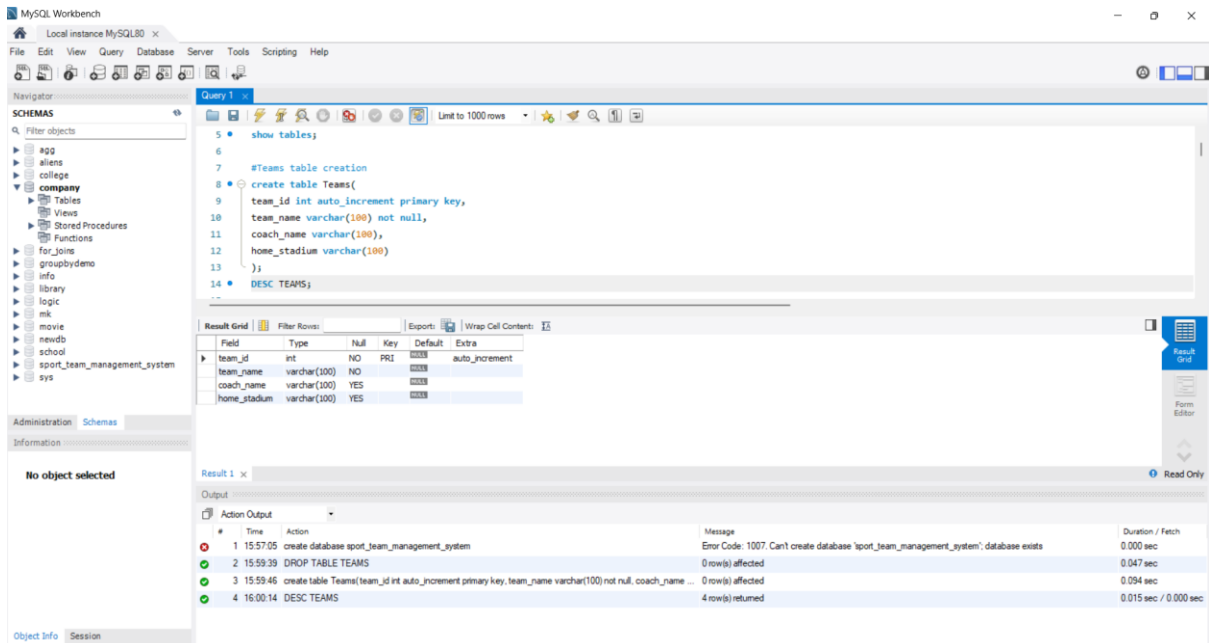


SPORTS TEAM MANAGEMENT SYSTEM

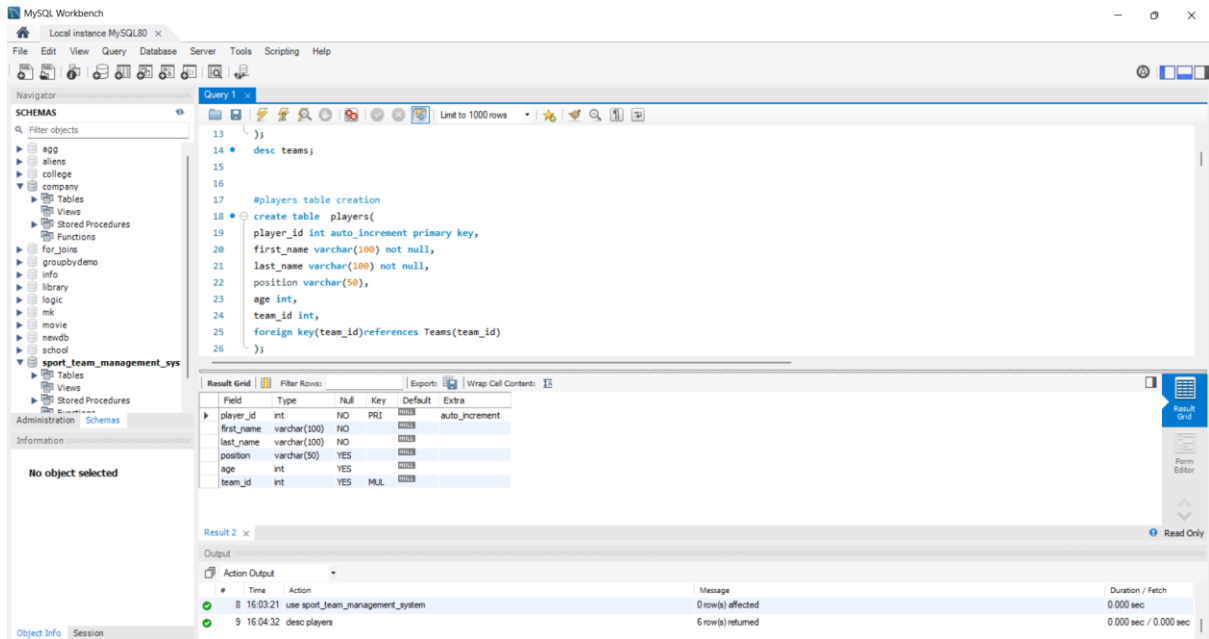
STEP1: CREATING DATABASE



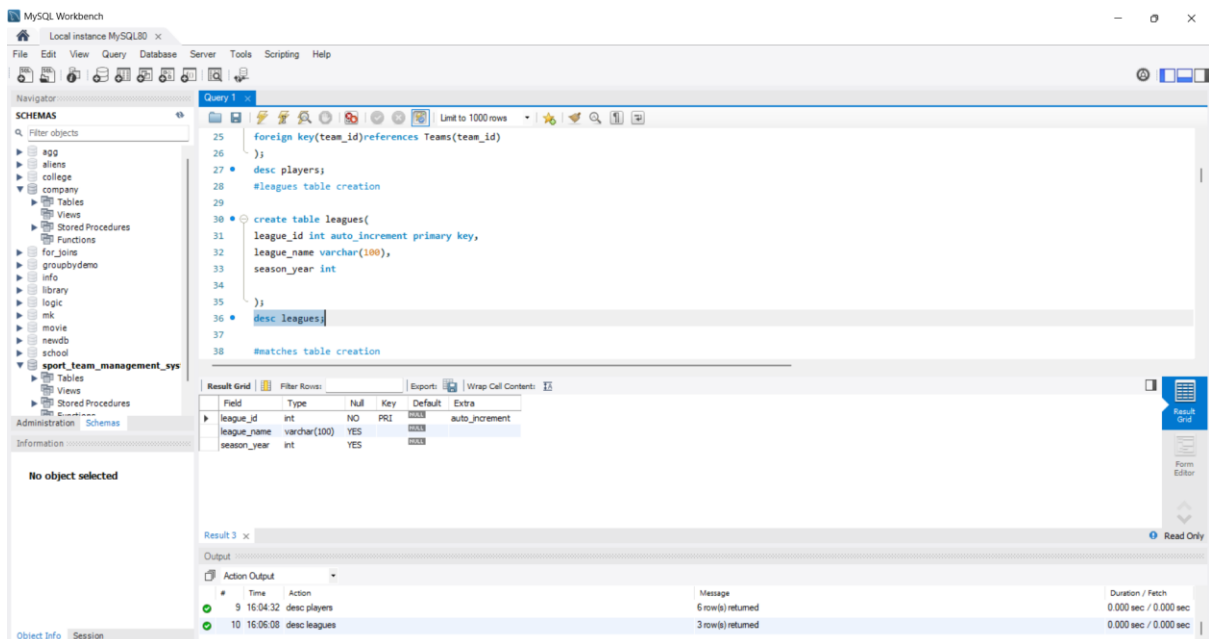
STEP2: CREATE TABLE TEAMS



STEP3: CREATE TABLE PLAYERS



STEP4: CREATE TABLE LEAGUES



STEP5: CREATE TABLE MATCHES

MySQL Workbench

Local instance MySQL80

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Information

No object selected

Query 1

Limit to 1000 rows

```

38 #matches table creation
39 create table matches(
40 match_id int auto_increment primary key,
41 team1_id int,
42 team2_id int,
43 match_date date,
44 venue varchar(100),
45 league_id int,
46 foreign key(team1_id) references teams(team_id),
47 foreign key(team2_id) references teams(team_id),
48 foreign key(league_id) references leagues(league_id)
49 );
50 desc matches;
51

```

Result Grid

Field	Type	Null	Key	Default	Extra
match_id	int	NO	PRI		auto_increment
team1_id	int	YES	MUL		
team2_id	int	YES	MUL		
match_date	date	YES			
venue	varchar(100)	YES			
league_id	int	YES	MUL		

Result 4

Output

Action Output

#	Time	Action	Message	Duration / Fetch
10	16:06:08	desc leagues	3 row(s) returned	0.000 sec / 0.000 sec
11	16:07:09	alter matches	6 row(s) returned	0.000 sec / 0.000 sec

STEP6:CREATE TABLE SCORES

MySQL Workbench

Local instance MySQL80

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Information

No object selected

Query 1

Limit to 1000 rows

```

50 desc matches;
51
52 #scores table creation
53 create table scores(
54 score_id int auto_increment primary key,
55 match_id int,
56 team_id int,
57 goals int,
58 foreign key(match_id) references matches(match_id),
59 foreign key(team_id) references teams(team_id)
60 );
61 desc scores;
62
63 # insert data in to teams table

```

Result Grid

Field	Type	Null	Key	Default	Extra
score_id	int	NO	PRI		auto_increment
match_id	int	YES	MUL		
team_id	int	YES	MUL		
goals	int	YES			

Result 5

Output

Action Output

#	Time	Action	Message	Duration / Fetch
11	16:07:09	desc matches	6 row(s) returned	0.000 sec / 0.000 sec
12	16:08:11	desc scores	4 row(s) returned	0.000 sec / 0.000 sec